

IN THE CLAIMS:

Sub B4

1. (Currently Amended) A gaming machine comprising:
a display having a grid of cells;
a first plurality of game elements;
a controller for initiating a normal random display of said game elements; and
a display processor for randomly displaying the said normal random display of said
game elements such that one game element is displayed in each of said cells;
said machine characterized by said controller being programmed adapted for initiating
~~to initiate~~ a bonus random display of said game elements in response to a triggering
combination of said game elements in the said normal random display and for designating to
designate at least one of said cells in the said bonus random display as a wild cell
independent of said a game element elements in said wild cell.

AS

2. (Currently Amended) A machine as set forth in claim 1 further characterized
by said controller being programmed for designating adapted to designate a plurality of cells
as wild cells for the said bonus random display.

3. (Currently Amended) A machine as set forth in claim 2 further characterized
by said controller being programmed for positioning a wild card over each of said wild cells
cell such that each of said wild cards card conceals said game element within said wild cell.

4. (Currently Amended) A machine as set forth in claim 3 wherein said controller
is programmed for repeating the adapted to repeat said bonus random display a
predetermined number of rounds.

5. (Currently Amended) A machine as set forth in claim 4 wherein said controller
is programmed for displaying adapted to display a winning combination of said game
elements having at least one of said wild cell cells forming said winning winning combination
and awarding a predetermined value for said winning combination.

6. (Original) A machine as set forth in claim 5 further including a coin-bill management device for receiving credit.

7. (Currently Amended) A machine as set forth in claim 6 further including a coordinate readout device for activating the game and for wagering said credits.

8. (Currently Amended) A machine as set forth in claim 1 wherein said display processor includes a plurality of reels and a plurality of rows defining said grid such that the intersection of one of said plurality of reels and one of said plurality of rows defines a said cell.

9-11 (Canceled).

12. (Currently Amended) A method of playing a game, ~~said method~~ comprising the steps of:

randomly displaying a plurality of game elements in a grid of cells to produce a normal random display of the game elements with one element in each of the cells; and
determining a triggering combination; and
comparing the normal random display of the game elements with the triggering combination;

~~said method characterized by initiating a bonus random display of the game elements in response to the game elements matching the a triggering combination of the game elements in the normal random display and designating one of the cells in the bonus random display as a wild cell independent of the a game element elements in that cell.~~

13. (Original) A method as set forth in claim 12 further characterized by designating a plurality of the cells as wild cells for the bonus random display.

14. (Original) A method as set forth in claim 13 further characterized by positioning a wild card over the wild cell such that the wild card conceals the game element

disposed within the wild cell.

15. (Original) A method as set forth in claim 14 further characterized by repeating the bonus random display for a predetermined number of rounds.

16. (Original) A method as set forth in claim 15 further including the step of displaying a winning combination of the game elements having at least one wild cell forming the winning combination and awarding a predetermined value for the winning combination.

17. (Original) A method as set forth in claim 16 further including the step of inserting credits into a payment processor and wagering an amount of the credits.

18. (Original) A method as set forth in claim 17 further including the step of manipulating an coordinate readout device after wagering the credits for randomly displaying the game elements.

19. (Original) A method as set forth in claim 12 further characterized by displaying the grid as a plurality of reels and a plurality of rows such that the cell is the intersection of one of the reels and one of the rows.

20. (Original) A readable recording medium storing an executable control program for randomly displaying a plurality of game elements in a grid of cells with one element in each of the cells and initiating a bonus random display of the game elements in response to a triggering combination of the game elements in the random display and designating one of the cells in the bonus random display as a wild cell independent of the game elements.

21. (Original) A readable recording medium as set forth in claim 20 wherein the control program is further characterized by designating a plurality of the cells as wild cells for the bonus random display.

22. (Original) A readable recording medium as set forth in claim 21 wherein the control program is further characterized by positioning a wild card over the wild cell such that the wild symbol conceals the game element disposed within the wild cell.